

# LIAISONS DANGEREUSES

LIAISONS DANGEREUSES--a magazine of Diplomacy news, games and reviews as well as a journal of role playing games including DUNGEONS & DRAGONS and METAMORPHOSIS ALPHA.

#4 in completed games....soon to be #3!

## LIAISONS DANGEREUSES #77

May 19, 1969

January 26, 1977

Editor; Leonard Lakofka, 644 West Briar Place, Chicago, Ill. 60657 312-929-7057 calls  
between midnight and 7AM are never acceptable.

There are games open in MD. For Novice players; I have paid Bill Frank, Tom Johnston, & John Tuff for the next Novice game. Game fee (which includes a subscription) is \$7. Rebates to players eliminated (not resigning or dropping) prior to 1905. Subscription fee \$2 for 9. Non-North American game fees and subs upon request.

IDA--again.....

As you may know the IDA-NA has new ~~upcoming~~ <sup>new</sup> elections for the seven officers under its amended constitution: President, Treasurer, Ombudsman, Editor, Special projects Editor, Canadian Regional Officer, and USA Regional Officer. In DIPLOMACY REVIEW #6 you may have noted Ben Grossman's observation that we are still IDA and not IDA-NA since there is ~~no~~ limit upon membership. Yet the preamble clearly mentions North America and the regional offices are both from North America. One of the major points of the new document was to REDUCE the COUNCIL and then to form a Federation (also mentioned in the preamble) of areas to handle International problems. I fail to see why Mr. Grossman does not observe these points.

I would also like to refute the statement that I did not mail updates on membership statistics to Mr. Rosenberg while he was editor. I updated records on a monthly basis and mailed that update to him within 3 days of the bank deposit. Mr. Tihor was informed bimonthly. The fact their records were not updated was their fault. If they had not received them (due to the mails) all they had to do was to ask for Xeroxes of the material. Failing to receive and then to ask is malfeasance on their part. At this moment our treasury has \$402.35. I have mailed Mr. Grossman a xerox of the check ledger and the bank statement to show that every penny can be accounted for PROPERTY. Upon receipt of the election results I will mail the treasury records to whomever the members elect--even Robert Sacks.

I will be running for the office of President. I am running because I do know hobby politics. I am one of the longest continuing publishers in the hobby. As one of the authors of the new document I am well aware of its purpose and intent. If IIDA-NA tries to be a debating society again the organized hobby will surely fail. I understand that I am being opposed by Mrs. Margrette Gemigani. I am flattered. Some anonymous publisher has printed "beauty and the beast" posters for the election. Some Canadian and New York players and publishers are openly backing Peggy. (It might be noted that these are the same people--in many cases--who have been IIDA-NA right from the beginning.) From those of you have read about Peggy or have received letters from her know that Peggy has the highest ideals, however, to elect her President of IIDA-NA could be a mistake. But that decision will be up to the membership.

You may also note that Robert Sacks is running against Steve Brooks for Treasury.

I will have to pick a choice here. It is Mr. Brooks. After Mr. Sacks childish performance at Baltimore I have no confidence in him. I do believe that Steve will handle his office well--I only hope he doesn't wish to debate too much on Council..... If you have lapsed in the IDA you must pay prior to the counting of ballots or your vote will not be counted. I will mail an update of dues payment to Grossman on the day the ballots are due. That final update will determine who may vote and who may not. Dues are still \$2 payable to IDA at my address.

وَالْمُؤْمِنُونَ الْمُؤْمِنَاتُ الْمُؤْمِنَاتُ الْمُؤْمِنَاتُ الْمُؤْمِنَاتُ الْمُؤْمِنَاتُ الْمُؤْمِنَاتُ

The *Shin-Cho* has great role. Again, the author had the unlucky event of this fight. Hall (which was quite amazin). I was the winner but lost the three bingers. He only got to play in one lesson.

Since there was some controversy over one of our pictures I will bring it up here. The size of Niva had but three rigours; A pale-White Dragon (which had some breath properties of both of its parents) that was large and fairly old, a huge Giant and a Vampire. Food had many more rigours but all were weaker. The last (and last) Cloris had a healthy 134 and no children were born. She is a giant and very strong indeed.

MU (4th level) used an invisible spell to come up near the Vampire who was at rest to attack a surprised elf that was being meditated upon. The MU said that he had to move behind the Vampire and strike him. (I had known that they were going after a vampire so everyone had a stake and knife.) I said that the odds of this happening were as follows: 1. Odds against (I used my 2d6 from the dice--Skills--to give a number) 4 dice times 6 for 6s for the Vampire and 4 dice 6s for the MU for 1 die: target 2. Surprise (I used 8d6) 3. Visibility and took into account the fact the Vampire was busy and the MU could be invisible up to about 10 feet away from the Vampire. This came out 2 on 1, 2. Actual Hit Probability ( I mentioned that there was a 10% chance of a Good MU making a 10% more accurate hit a fighter I would have given him a 10% chance of a better break, I then added up to 35% chance to hit, and 4. L. L. Hit chance (I had to subtract 5 here) I added it to 3. Then the confirmed probability for the

The second edition turned out to be much better. It was Sator Bleedy and I who wrote everyone (shriek!). This evening I get to play METAMORPHOSIS ALPHA with others. I am a funny-looking mutant (my character) that is) who had a mental health problem, excesses over his food and alcohol and got himself buried in the city dump. I am encountered a huge, fat, bald, bald man and gun. Miracles later I am taken by the damn thing. I wanted to give them a hit. The only problem we had was one who said that we bugged out - we had to invent a 'hook' and were given super abilities. Descriptions of aliens from a 'strange race' which turned out to be a crew in the ship who were taken by one of the people who had been in a barbers shop.

The next day (after we cleaned up the bathhouse of pop that exploded in the back seat from the cold) I ran the Great Pyramid. I built 6 MED characters into a strange pyramid. The pyramid transported them to my basement. It was quite easy to convert the METAMORPHOSIS AFPA combat system to MED. I used the BDF combat table but the MA kill system. The players figured out where they were fairly quickly when a deformed man in flesh & bone gave them a lightning bolt from his eyes and then changed into a hairy, winged bee. Everyone seemed to enjoy the MA expedition but I only got to play 2 of them (far below my normal). A review and comments on MA follow.

We also began a discussion of merit system in DOD. It's agreed that an 80% level fifteen should be a good figure. I have found out from what the DOD should be very good. It's agreed that the DOD should be 80% and I do not think that being 80% is good enough. I think DOD should be 90% or more. I have the following in a special message from DOD:

**OPTIONAL RULES FOR SPECIAL DAMAGE**

copyrighted material. No part may be reproduced.

1. On every attempt to hit roll a 20 sided die. If you roll 10 or less as a hit:
  - Magic Users of all types score Special Damage on a 10 or 9
  - Clerics of 4 hit or fewer hit dice score SD on a 10 or 9
  - Clerics of 5 or more hit dice score SD on a 19 or a 20
  - Thieves of 6 or fewer hit dice score SD on a 19 or 20
  - Thieves of 7 or more hit dice score SD on an 18, 19 or 20
  - Fighters of 3 or fewer hit dice score SD on an 19 or 20
  - Fighters of 4 to 8 hit dice score SD on an 18, 19 or 20
  - Fighters of 9 or more hit dice score SD on a 17, 18, 19 or 20
  - Treat mages as fighters.
  - Treat special figures at your own option.
2. If there is SPECIAL DAMAGE roll two twenty sided dice (one as 1-10 one as 1-20)

**LOCATION OF HIT (1-10)**

Type of Damage	1 Head	2 Top-side Face	3 Neck	4 Chest	5 Abdomen	6 Arms	7 Legs	8 L. Arm	9 R. Arm	10 Leg
1	+1	+1	+1	+1	+2*	+1	+1	+1	+1	+2
2	+1 @	+1 *	+1 *	+1	+2 @	+1	+1	+1	+1	+2 *
3	+1 *	+1 @	+2 @	+1 *	+2 *	+1 *	+1 *	+1 *	+1 *	+2 *
4	+2	+2 *	+2 *	+1 @	+2 *	+1 *	+1 *	+1 *	+1 *	+3 *
5	+2 @	+2 *	+2 *	+2 *	+3 \$	+2 *	+2 *	+2 *	+2 *	+3 *
6	+2*	+3*	+2 \$	+2 @	+3 @	+2 *	+2 *	+2 *	+2 *	+4 *
7	+3 *	+3 @	+3 @	+3 *	+4 @	+3 *	+3 *	+3 *	+3 *	+4 @
8	+2 *	+3 *	+3 @	+3 @	+5 *	+3 *	+3 *	+3 *	+3 *	+5 *
9	+4 @	+4 @	+4 @	+4 @	+5 @	+4 @	+4 @	+4 @	+4 @	+5 @
10	+4 *	+4 @	+4 @	+4 @	+5 @	+4 @	+4 @	+4 @	+4 @	+7 @
11	+3 @	+4 *	+4 @	+4 @	+7 @	+4 @	+4 @	+4 @	+4 @	+7 @
12	+5 X	+5 *	+5 @	+5 @	+7 @	+5 @	+5 @	+5 @	+5 @	+10 @
13	+7 @	+7 @	+5 @	+5 @	+7 @	+7 @	+7 @	+7 @	+7 @	+10 @
14	+7 @	+7 @	+7 X	+10 @	+7 X	+7 @	+7 @	+7 @	+7 @	+10 @
15	DBL @	DBL *	+7 X\$	DBL @	+7 X\$	+10 @	+10 @	+10 @	+10 @	+10 @
16	DBL *	DBL @	DBL \$	DBL @	DBL \$	+10 @	+10 @	+10 @	+10 @	+10 @
17	DBL \$	DBL X	DBL \$	DBL X	DBL X\$	+10 @	+10 @	+10 @	+10 @	+10 @
18	DBL X	+10 X	DBL X	DBL @	DBL X\$	+10 @	+10 @	+10 @	+10 @	+10 @
19	+10 X	+10 @	DBL X\$	DBL X\$	DBL X	+10 @	+10 @	+10 @	+10 @	+10 @
20	DEAD	DEAD	DEAD	DEAD	TPL X\$	+10 @	+10 @	+10 @	+10 @	+10 @

**Legend:**

DBL = Double damage (minimum is 7)

TPL = Triple damage (minimum is 12)

\* No counter attack next melee round (stunned)

@ No counter attack for two melee rounds (dazed)

\$ Additional bleeding - 1 damage point every melee round until treated

X Unconscious, falls

# Loss of body part (roll 10 sided die)

1-6 Ear 1 Nose

7-10 EAR\$ 2 Nose\$

3-4 Eye @

5 Eye @

6-7 Blind @

8 Mouth @

9-10 Mouth @

1-2 Finger 1-4(1-4)

3-4 2 Fingers 1 toes

5 Throat 5-6 Foot

6-7 Hand & 60\$ 7-9 st knee

8-9 GIBBON\$ 10 leg

10 ARM X\$

## TABLE OF CONTENTS

RECOMMENDED EQUIPMENT FOR THE METAMORPHOSIS ALPHA GAME

METAMORPHOSIS ALPHA FROM TSR NUMBER 10175 D&D Game Box G 35-60  
by James M. Ward

METAMORPHOSIS ALPHA is a world survival or an alienation on a run away Star Ship that was exposed to radiation so that the majority of humans and animals were killed. Those that did survive were mostly on "colony" levels and were not specialists. Many others mutated and now strange types of humans and animals inhabit the ship's many levels. It is up to the player (game master) to design the many levels of the vessel, populate it and then run the players through it. Basic equipment is outlined as well as a complete list of mutated animals and humans. You may also alter the mutants and/or equipment. The basic size of the vessel is 25 miles by 6 miles by 9 miles--it carried over 1,000,000 colonists and personnel. The basic difference between D&D & MA is the combat system. Yet the combat system can be made easily comparable. The concept of "level" (for advancement and hit rolls) is not used in MA but can be used with no difficulty. In fact many players may well use MA as supplement to D&D.

The game is highly playable the only problem is making sure that players do not find out what a piece of equipment is automatically. After all the players are considered to have had their memory of the past wiped clean (or they are D&D characters teleported to the Starship). Each language is a problem. I have created a chart to handle this problem and I will give a sample of it for a few pieces of equipment.

Item      Intelligence of figure (use general resistance)  
with Percentage chance of having item use of a number of items appears below

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
	1%	2%	3%	4%	5%	6%	7%	8%	9%	10%	11%	12%	13%	14%	15%	16%	17%	18%
Ecology head unit																		
sterilize	x	x	b	25	22	18	14	10	7	4								
x-ray	x	x	x	16	16	14	12	9	6	3								
lower steril.	x	x	b	x	30	26	22	18	13	7								
detect life	x	x	b	x	24	22	20	18	15	12								
Sonic Torch	x	24	12	10	8	6	4	2	1	0								
Space Suit	20	18	16	14	12	9	6	3	1	0								
Infred Goggles	12	8	8	5	2	1	0	0	0	0								
Energy Jumps	16	14	12	10	8	6	4	2	1	0								
Energy Cell	x	x	b	24	20	16	12	8	4	1								
Security head unit																		
deactivation	x	x	x	b	8	40	32	24	18	12								
life detect	x	x	x	x	32	28	24	19	13	6								
android det	x	x	b	x	30	32	28	23	17	10								
captive field	x	x	b	x	18	15	12	9	5	2								
shield	x	x	10	16	14	12	7	4	2	1								

If a number appears at the number of minutes it will take to find out what an item does and to correct in that judgement.

x= break the item (or last portion of the item)

x= Do not understand

M= Misuse--this could not be done in some cases

If the Percentage is 100% or more the item is not needed then go to this chart:

Result	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Breaks item	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100
Does not understand	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100
Misuse	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100
Kills item(s)	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100

Note: The following table is for use in case the player does not understand the item correctly used etc.

It should also be observed that some functions of a radio can only be detected unless certain conditions exist. Thus a radio means nothing if he has no radio frequency broadcasting on second radio. An Android detector will only function if an android is present etc. The SpaceMaster must remember that he is dealing with DSD-like characters who might very easily point a laser at a friend or themselves when they pull the trigger. They might break off a knob or even be confused by the use of a button since they have never seen such things. Once they do understand a gun-like object, or a dial or a button you might wish to subtract a few minutes from those given by the chart to learn how to use the object correctly.

### A CHICAGOLAND GAME CLUB!

#### THE DRAGON SEEKERS

- for all Chicago area Fantasy Game Players, Metamorphosis Alpha players, Empire of the Petal Throne Players, and lots more....

The club will begin with fantasy but who knows where it will end?

There will be scheduled events and open gaming too--bring whatever you like.

Meetings every First and Third Saturday of the Month beginning February 19, 1977

At the Francis W. Parker School, 330 Webster Ave. (Clark Street between Fullerton and Armitage--2200 North) in the school cafeteria (basement).

Admission: Only one dollar ( to cover the room rent)

Evening sessions now being planned.

The regular meeting will open at NOON with scheduled event(s) beginning shortly thereafter. The meeting will remain open till 10:30PM with other scheduled events beginning about 6PM.

For more information phone 312-472-0373 Mr. Jordan Weissman 5PM to 9PM daily.

(I'll be running an MA campaign for the first few meetings beginning at 6PM  
come and meet the mutant with the 6 foot tentacle on his head--no it isn't me!)

1974 HW the Spring of 1910--KEY MISS BY TURKEY dooms potential draw if Allies stay together  
England, Vagts/14/A WAR(S) A bar-SIL, A MOS+A PRU(S)A WAR, A STP(S) A MOS, F ECH G a lon-  
BEL, A BURG(S) FRE A MUN, F BAL(C) a kiel-LVR, f wes-TYRR, f mao-SPASC, f bre-  
MAO, a ruhr-KIEL

France, Norton/6/F LIGW(S) a mao-FIED, A TUS(S)f tyrr-ROM, F TUN(S) ENG f wes-TYRR,  
A MUN(S)ENG a bar-SIL

Italy Rowland /2/ a pied(s) fre a mar/mso/d....., a ron-tus/d...../

Turkey, Pitsch/12/NMR, NSO F NAP, F ION, A BCH, A VIE, A TYO, A SEV, A UKR, F AEG, A TRI,  
A GAL, A RUM, A BUL

The Deadline for the Fall of 1910 will be by 4PM on Tuesday MARCH 1 1977

.....1975 S the Spring of 1909---The fall could end it all!

Austria, Allen/14/ A BUD(S) A GAL, A SIL(S)& A GAL(S)A UKR-war, A MUN(S) a vie-BCH,  
A RUM-ukr, A SEV\_mso, a kiel-DEM, a bar-PHU, A ARM-sev, A BUL, F ANK,stri-TYO

England, Trasco/2/NMR, NSO F ION, F NTH

France, Mathias/1/NMR, NSO A HOL

Italy, Foster/11/ A BEL(S)fr A HOL, a mao-ROM, A BRE MS A PIC, f iri-WAL, f mao-NAO,  
f lvp-GLY, f ron-TYRR, f tyrr-WES, f wes-MAO, f spenc-GAS

Russia, Weeks/6/ A MOS(S)+A LVN(S)A WAR, A WAR(S)a bch-sil/dta/, a stpx-NWY MARCH 1

The deadline for the Fall of fall 1909 will be by 4PM on Tuesday 1977.

Please vote on a two way Austrian-Italian draw. The draw must be 30 or more supply  
center votes (as of Winter 1909) in favor to pass. Failure to vote is a NO.



## LIAISONS DANGEREUSES #77

page 7

Feb. 7, 1977

1976 BQ, the fall of 1903

Austria, Karan, Paul Brittain Hall Bx 134, McDonald College, Quebec, H0A-1C0 NMR  
 A VIE, A TRI owns; tri, vte 2-2 even  
 England, Adams Apt 1703, 100 Spadina Rd., Toronto, Ont. M5T-2P-7 owns; lvp, lon, nwy, bre,  
 edi, spa, MAR, PORT 8-6+2 A GAS(S)a spa-MAR, f HWY N, F PORT N, f ech-BRE, fmo-WES  
 France, Decker/1-1/nmar, Stephen, 4016 Schoolhouse Ln., Plymouth Meeting, Va 19462  
 A PAR Owns; par, fbbf, fbf 1-1 even  
 Germany, Hance, David, 1103 Radcliffe Dr., Davis, Calif. 95616 owns; bel, kiel, den, mun, ber  
 hol 6-6 even A BURG-mun, A PIC-par, A BON-gal, A KIEL-ber, F DEM-swe  
 Italy, ~~WV/4/4/4~~ Bill Frank, 732 Hileah Dr., Racine, Wisc. 53402 (sub position free).  
 owns; tun, nap, ven, rom 4-2+2 f ion/dta/, A AFU, F ADR  
 Russia, Sypher, Ed, Sanger College Rm. 110A, SUNY @ STONYBROOK NY 11794 owns; war, nos  
 swe, rom, stp, nov, bud, ber 8-8 even A GAL(S)A BUD-vie, F SWE(S)F BOTH-bel  
 a SIL-mun, a SER-tri, A BUD-vie, A LVN-war, f sev-RUM  
 Turkey, Ameling William, 1414 E. 59th St. Rm 747, Chicago, Il. 60637 owns; say, bul, con,  
 ank, gre 5-5 even F BUD+F AEG(S)f gre-ION, a bul-CRS, a con-BUL  
 note; 303 Germany A PIC-par

The deadline for the Winter of 1903 is by 4PM on Tuesday March 1, 1977

1976 IN the spring of 1902

Austria, Kahn/5/F GRS(S)a aer-BUL, f tri-ADR, a bud-TRI, A VIE-tyo  
 England, Smith/4/F LON(S)f val-EGN, F BTH(S)f nwy d....  
 France, Hyderek/5/A PAR + A BEL N, F BRE-ech, a port-SPA, f mo-WES  
 Germany, Baillie/5/2 kiel-HELG0, a ber-KIELD, A MUN-ruhr, A HOL-ruhr, f den-NTH  
 Italy, Brockman/4/ f nap-ION, f tun-TYRE, A PIND-tyc, A TIO-mun  
 Russia, Falby/6/ FBLA(S)aev-ARM, A NUM(S)AUG a aer-BUL, F SWE(S)f tunc-NWY, nukr-MOS  
 Turkey, Hintoo/4/nmr,sou/F COM(S)a bul/dta/, A ANK-arm, f say-AEG  
 the deadline for the Fall of 1903 is by 4PM on Tuesday March 1, 1977

1976DY the spring of 1902

Austria Holt F ALB(S)a bul-CRS, A SER(S)a bud-RUM, F TRI N  
 England, Shaeier A DEN(S) BUS F BAL-kiel, f ion-NTH, f edin-NWY, f nwy-SWE, f nth-SKAG  
 France, Crockett a par-BURG, f mar-SPASC, f bre-PIC, a spa-GAS, a bul-MUHR, f port-MAO  
 Germany, Dorchack A MUN(S)a kiel-BER, A HOL-kiel, f swe-fin/d..../  
 Italy, Sypher F HAP 4, F ION(C)A TUN-gre, a ven-APU  
 Russia, Rizzo F SWE(S)f rom-SEA, A PWD(S)ENG/say-SWE, aber(S)FBAL-kiel, f tunc-BOTH,  
 Turkey, Casper/3/f ank-ARM, a con-ANK, f aeg-COM

the deadline for the fall of 1902 is by 4PM on Tuesday March 1, 1977

1976 EJ the Winter of 1901

Austria, Conn, A VIE, A BUD/5/A TRI, A SER, F GRS  
 England, Rizzo F LON/4/ F BTH, A EDI, F HWY  
 France, Decker A PAR, F BRE/5/ A BURG, A BEL, F PORT  
 Germany, Weeks A BER, A KIEL/5/ F DEN, A HOL, A MUN  
 Italy, Lukna F HAP/4/A TYO, F TUN, A VEN  
 Russia, Thompson A MOS(S)F BOTH, A SIL, A GAL, F NUM  
 Turkey, Mohrmen A COM/4/F BLA, A ABM, A BUL

The deadline for the Spring of 1902 is by 4PM on Tuesday March 1, 1977

Yes, I know it's late again! The late fall and January are always the worst months for me. It is our heavy season at work with 48 hour weeks being common--alas. I am planning to publish only moves during those rough months in 1977 while maintaining the full magazine through the rest of the year. This does not mean that there will be no ID during these months, it is just that I want the OPTION to print only moves so that the games will stay on full schedule. Again I am sorry for the delay and I should have made this decision earlier.

WOULD YOU PREFER 1973 OR

Some time ago I opened this game and asked Richard Juhász to be a guest on my radio show to the opening of his own magazine. Also Richard has given little or nothing to the chess effort and has let the game lapse. I have been hounding Richard for MONTHS to get this game going and FINALLY I got the last moves from him. I have some results from KREISERPAHL 1904 but the response even at that point was horrid. I think it best to wait again and see who is still with this game. As of Spring 1904 those are the 7. 8. 9. 10. Austria, Clepper vs. Kecskes, pre David, 1954 Diana In Colorado Springs, 2010 803-9 Austria, Clepper vs. Kecskes, pre David, 1954 Diana In Colorado Springs, 2010 803-9 Austria, Clepper vs. Kecskes, pre David, 1954 Diana In Colorado Springs, 2010 803-9

A TUB, A BUM, A SER, V GRS, V ADH  
England, Belvoir, 1968, may missed two hives dropped August Lakes Jr., VGR River Valley  
in 1968, P.O. Box #203, Leland, Mich. 49428

PEKING P. & T. CO., A. PAUL F. NAY, A. SEAN  
1000 K. Street, Suite 2000, Lakewood, Colorado 80228, Milwaukee, Wisconsin 53221.

REBORN 2 APR 1943 A 6000 FT. TALL  
PO BOX 454, ROCKINGHAM N.C. 28371

Please return to the FBI office in your city or to the FBI Laboratory in Washington, D. C., incomplete records from which you submitted notes even if you did so before.